



Volume V, #18

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



6 Jun 96

18xx In Demand!

A glance at our "On Deck" listing on p 18 will show that the 18xx games and HISTORY OF THE WORLD are the only games with a quorum. A look at the latest Pontevedris (the monthly listing of what 'zines are offering what games--available from Andy York for \$0.40 an issue or send a SASE for a sample) might explain why: only Boris, Mike Quist's tardy *River City Railway Gazette*, and Tom Butcher's *Blut und Eisen* run the games.

Anyway, we have 4 empty pages to fill. Boris XI will take one as soon as we fill out the field. Chuck Hanna has volunteered to guest GM a game of 1856, so he'll be using two of the pages. Signed up are Farrow, Quist, Wordelmann, Chinney, Zieske, and I'll take the sixth chair if no one else wants in. Contact Chuck soonest as to whether you're still interested and your votes on the optional rules.

HISTORY OF THE WORLD has seven signed up. Farrow, Zieske, Morrison, Wilson, Anderson, Carbonneau have first dibs with Deb Osborne first alternate (or 7th player if that option passes). Would these please vote on the optional rules listed on p 12? If the votes get in early, we may be able to get Egypt and Crete out of the way.

1855 should finish next time, so we'll have two more pages to fill soon.

ALTERNATE ALERT: Wayne Melnick's Russia may be in need of a new Tsar.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "We are sentenced by our nature to create. There is no way to avoid investigation of what is in or around us. There is no way to close one's eyes to creation or discovery." ---Nobel laureate Roald Hoffman

Parlorn Hope is a new 'zine dedicated primarily to EMPIRES IN ARMS, secondarily to EMPIRES OF THE MIDDLE AGES, and tertiary to DIP/COL DIP. Subscriptions are \$1.50 an issue (\$2.25 if you're playing EIA since you'll be getting a biweekly update). If interested contact Rich Goranson, 10 Hertel Ave. #208, Buffalo, NY 14207-2532; e-mail: calvert1@prodigy.com. Jack, this ought to be right up your alley. Immediate openings are available in EIA 1805 campaign, EIA 1792 campaign, DIP, Modern DIP, and EotMA.

Coming soon! World DIPCON (see flyer on p 17). And don't forget AvalonCon 31 Jul-4 Aug.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes again to Ron Fisher for his *Times of London* article in Boris X.

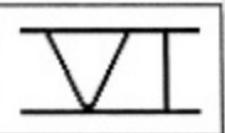
This month's Ms Nar Super-Sudsy Bomb is lobbed at the Osbornes and and Dave Anderson for incredibly late orders.

PERSONAL COMMUNICATIONS HERE:

DEADLINE FOR MOST GAMES IS NOON (CDT) 6 JUL 96



WINTER 1918/19



1994RS

YORK: I'm not known for my endgame statements; but I've a few comments in this game. Overall, I'm known in the hobby as a "team player" (a voter for draws, so to speak), so it was VERY surprising to find Russia stabbing me without a clear-cut chance for a win. This was the determining factor in the English win. I would have been quite welcome to vote for a two-player draw; but with the stab, I only played for win.

In the past few years, I've been overwhelmed with the number of games I've played in and have been called as a standby (this game was a standby). Thus, I mostly play my games as if I'm playing "Gunboat" - i.e. minimal conversation between players. This may have resulted in the stab; but it was not a choice the Russian should have made...unless he had the undying support of the Austrian. Unfortunately for them, they tried a two-front war which was the death of both of them.

Thanks for a great game, and I did enjoy the letters I received. I can't say that I regret my non-communicative nature -- after all, I did win; but I much prefer games with communication between players. Hopefully in the future I'll be able to. But, this is one of the few clear cut victories I've had (so I need to treasure it <grin>).

MORRISON: It seems odd after all this time to have completed 2 Dip games at the same time and survived to the end. As Austria in Boris VI, I let my guard down with England to take out a weaker French position and left my back wide open. England recovered and Andrew earned the win while Austria and Russia wasted each other. I enjoyed playing with all of you and congratulations on your victory. Andy.

GM: Way back in 1912 I thought this was a dead draw. In 1914 I thought it would bgo on forever. Wrong on both counts. Congratulations to Andy on a fine finish. And thanks to all the finishers--this is the first game here where none of the starting players were there at the end of the game. I still think Austria could've won it in about 1913 had he played it right in 1910 and 1911. Ah, well.

HANNA: What? The war is over? I don't have to decide whether to "retreat" from the North Sea to the Skaggarak or the Helgoland?

I think Wayne probably deserves a solo victory here, but I don't believe in beating a gift horse around the two in a bush, or whatever. My heartfelt thanks to anyone who bothered to write to me in this game. It felt a lot like gunboat most of the time, but I didn't do my part much either.



1994AT

MORRISON: I was distracted by the Harem, he must have drugged the tea, I must find an excuse for accepting this draw..... Just when I thought.... It was a great game and I had a good ally in Chuck, we must tangle again.

GM: Yup. Wayne should've won it, and all he had to do was vote against the draw a few times and he probably would have. I'd like to extend my thanks to both Chuck and Dave for answering the standby call.



Prokopljevic/Politika/Belgrade



FRENCH OUT! RIOTS IN RUSSIA

FALL 1986

IX

1995X

ERRATA: Russian A Moa-StP failed as did German A Boh-Tri.

CLEARWINE: The Republic of France is no more. President Gorham is rumored to have gone into exile in Switzerland and has joined a Trappist monastery there. The Tear has hunkered down in the Kremlin amidst bread riots awaiting the inevitable "Surrender or Die" ultimatum from Austria. Germany too is in disarray while a rampaging Austrian army completes its tour of the German home centers. Next stop DEN? England has its Gibraltar stalemate line in place and has managed to insert a raider into the Med basin: it'll give all those Italian fleets something to chase.

TROOP MOVEMENTS

Austrian A MUN retreats to (surprise!) BER.

AUS (Wilson): A Ber-Kie, A Gal-War, [A Pru S A Gal-War], A Ukr S A Gal-War, A Bud-Gal, A Vie S A Bud-Gal, [A Sev-Moe], F Aeg-Gre, F Lyo C ITA A Gre-Mar;

ENG (Zodda): F Mid-NAt, F Iri-Mid, [F Por S F Iri-Mid], F Pic-Bre, F Eng S F Pic-Bre, A Wal-H;

FRA (Gorham): NMR [F Bre H](u,d).

GER (J. Shacklett): F StP(sc) H, F Bal-Ber, A Ruh-Bur, A Par S A Ruh-Bur, [A War S A Sil-Pru], [A Boh-Sil], [A Sil-Pru], A Mun S A Boh-Sil;

ITA (Fisher): A Gre-Mar, F Con-Aeg, [F Spa(sc)-Por], [A Gas-Spa], A Bur-Bel, A Tri S AUS A Vie, F ion C A Gre-Mar, F Tyn C A Gre-Mar;

RUS (Melnick): NMNR A Moa H(u).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered. German A WAR is dislodged and must retreat otb or to LVN.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser Bul Con Rum Sev -Mun +Kie +War

(11) Build 1

ENG: Edi Lon Lpl Nwy -Bei Por +Bre

(6) Even

FRA: -Bre

(0) Even; OUT

GER: Ber -Kie Hol Den Swe Par StP -War +Mun

(7) Tear 1*

ITA: Nap Rom Ven Tun Smy Spa Ank Mar +Bel

(9) Build 1

RUS: Moa

(1) Even

* If German A WAR retreats otb, Germany will be EVEN.

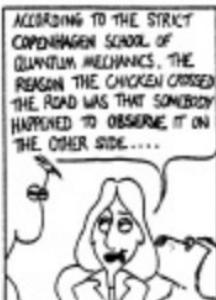
Due next time are retreat, builds/tears, and orders for Spring 1907.

EMBASSY BEAT

ROME: The Italian Government regret to announce it has no press to release at this time. But like they say, "No news is good news", and while we're speaking of news, did you know that if you take cranberries and stew them like applesauce they'll taste more like rhubarb than prunes do?

CLASSIFIEDS

The Sultana invites the Tear to join her in the Carpathians--her cousin is out raising Cain. The Order of St Vlad is waiting hungrily for A MUN to come its way.



PRIOR TO BEING OBSERVED, THE CHICKEN WAS NEITHER ON ONE SIDE NOR THE OTHER, BUT WOULD HAVE BEST BEEN DESCRIBED AS A CHICKEN FLESH PROBABILITY WAVE DISTRIBUTION SPREAD OUT OVER BOTH SIDES OF THE ROAD....



THE VERY ACT OF OBSERVATION WOULD HAVE CAUSED THIS SPREAD-OUT CHICKEN WAVE FUNCTION TO COLLAPSE DOWN TO DISCRETE COORDINATES IN SPACE....



SULTAN RETURNS!! FRANCE INURED!



SPRING 1982

1996G

MINAS MORGUL: Turkey has snapped out of its crisis and is taking advantage of the current clashes between Austria and Italy. Could a Turko-Russian steamroller be getting up a head of steam? Germany has invaded France even as the French prepare to invade England, which is in the meantime establishing a firm grip on Scandinavia--and soon STP.

TROOP MOVEMENTS

AUS (J. Shacklett): [F Tri-Ven]. A Gal-Bud. A Ser S A Gal-Bud. [A Vie-Tri]
ENG (Fisher): A Nwy-Swe. F Nrg-Bar. F Nth C A Edi-Nwy. A Edi-Nwy;
PRA (Carbonneau): A Spa-Mar. [A Bur S A Par-Pic](r-??), F Por-Mid. A Par-Pic. F Bre-Eng;
GER (Boyum): A Hol S A Bel. A Bel S A Mun-Bur. F Den S ENG A Nwy-Swe. [A Ber-Pru]. A Rie-Ruh. A Mun-Bur;
ITA (Zadra): F Tun-Ion. F Nap-Apu. [A Ven S A Tri]. A Tri H;
RUS (Anderson): A Ukr-Rum. [A War-Pru]. F Sev A A Ukr-Rum. F Bot H
TUR (Gunes): A Bul-Gre. A Smy-Con. F Bla S RUS A Ukr-Rum.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nap = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered. French A BUR must retreat otb, or to GAS or PAR.

Due next time are orders for Fall 1902.

EMBASSY BEAT

PARIS: French forces successfully completed training in the Iberian peninsula and are now prepared to defend the French borders against all transgressors.

BORIS WORLD PRESS REVIEW

Paris Herald--Quoting unnamed gov't sources "French troops are prepared to fight and/or help its neighbors."

The Times (London): No tea to be served in Paris? Hump, no proper Englishmen would consider eating those silly bent-shaped rolls at breakfast anyway so need to ban them in a tit-for-tat spite -- which reminds me of an old Vaudeville joke: seems a French woman had triplets, named 'em Tim, Tom, and Tat. Everything was fine 'til it came time to dine when she found there was no tit for Tat. Har, har, hump, well ... I guess you had to be there...

CLASSIFIEDS

And now the rest of the story... I once meant this big strapping Frenchman who swore he was born an identical triplet with these two regular sized fellows. Now my French isn't very good, but it seems they were suckled by Mom and he was suckled by Dad. I may have got the translation wrong though...

Reservations are being taken for either golf in Scotland or skiing in the Alps, or **Oktöberfest** in MUN.





DOWN WITH THE KING

Baroness Mary Faces Hearing!

Turns 1/2



Errata: The revised rules have most of the Ladies starting at higher rank.

The Cast:

Sir Michael (#15, Deb Osborne), 25 PP, 10 IP, 12C
 Countess Elizabeth (#62, John Buttitta), 25 PP, 10 IP, 12C
 Countess Ruth (#63, Dave Anderson), 25 PP, 10 IP, 12C
 Sir Richard (#14, Jack Shacklett), 25 PP, 10 IP, 12C
 Baroness Mary (#64, Dan Farrow), 25 PP, 10 IP, 12C

The Cabinet:

Monarch: King George	Consort: <Vacant>
Navy: Sir James (#22)	High Minister: Lord Percival (#41)
State: Duke Marley (#44)	Army: Duke Roland (#42)
Trade: Earl Francis (#39)	Justice: Earl Duncan (#34)
Epalin: Sir Drew (#11)	Beazyan: Earl Maxwell (#32)
Sandarkan: Sir Charles (#24)	Cronos: Knight Dale (#25)
City States: Sir Malcolm (#13)	Treasury: Lord Mortimer (#25)

ROYAL DEATHS: Queen Catherine, Alfred, Almery, Philip

Turn 1

1. Player order: Sir Michael, Sir Richard, Countess Ruth, Baroness Mary, Countess Elizabeth
2. Office: N/A
3. Political Problems: none
4. Crown Event: Monarch's support is 90. One political problem--International Incident
5. Player Turns:
 - Sir Michael: Enlists #36, acquire title (-2 IP), roll on Literary Table (-2 IP for +1): 8+1 = 9: Good Poetic Skill, +1 PP +2 drm.
 - Sir Richard: Enlists #41 (High Minister), gains 1 IP, goes sporting (pays 2 IP; result 8+1 = 9 Winner: Gain 10 PP), play "Monarch's Counselor" on Richard.
 - Countess Ruth: Enlist #53, make #53 a henchman, reveals Scandal on Duke Marley, Minister of State & plays two informer cards 11-2 = 9: Rumors unsubstantiated --no effect.
 - Baroness Mary: NMR! Enlist #34, no other actions.
 - Countess Elizabeth: Enlist #65, promote Elizabeth to Marquise (-4 IP), consult Business Speculation Table -3 IP) (pay 2 IP to get +1 to DR) 8+1 = Good Gain +15 IP (+1 drm).

Turn 2

1. Player order: Countess Ruth > Knight Michael > Marquise Elizabeth > Baroness Mary > Sir Richard.
2. Duke Marley resolves (5) the International Incident (Monarch's Support +10).
3. INTRIGUE! Countess Ruth draws "Army Support" from Knight Michael, "Alibi" from Marquise Elizabeth, "DWTK" from Baroness Mary, and "Informer" from Sir Richard. All but "DWTK" are discarded, and Baroness Mary is accused of Wrongdoing! She fails (6) the pre-hearing roll (Rule 23.2) and goes to a Hearing (Rule 26) and probably a Trial (Rule 2)

We pause here to allow the players to decide whether they want to present "Evidence", "Alibis" or "Informers" at either the Hearing or the Trial. We will continue with Turn 2 thereafter. You've drawn _____ Loyalty, _____ Opportunity, & _____ Event. Of course you may not use the new Event card at the hearing or the trial.

Countess Ruth (#67): 25 PP, 10 IP, 10C, #53
 Knight Michael (#15): 27 PP, 6 IP, 12C, #36
 Marquise Elizabeth (#62): 25 PP, 16 IP, 12C, #65
 Sir Richard (#14, MC): 35 PP, 9 IP, 11C, #41
 Baroness Mary (#64): 25 PP, 10 IP, 13C, #34 <at Hearing>

LIFTOFF!

Texas & Fenwick Flap!

1957/58

THE CAST:

Andorra (Dave Anderson)
 Duchy of Grand Fenwick (John Butitta)
 Republic of Texas (Andy York)
 Spain (Dan Farrow)
 Sweden (Al Bargender)

Cash from '56

6 MB
 6 MB
 6 MB
 28 MB
 12 MB

'57 Budget

60 MB
 60 MB
 60 MB
 60 MB
 60 MB

1957

- All collect 60 MB.
- Draw Event card: Grand Fenwick does not spend 10 MB to fix minor problem -5%.
- AND: Buy one stage Rocket ("A" -3 MB), one orbital Satellite ("1" -1 MB), initial one-person Capsule ("a" -18 MB)
 - DGF: Buy one "A" (-3 MB), one "1" (-1 MB), initial "a" (-18 MB)
 - RoT: Buy one "A" (-3 MB), initial "a" (-18 MB), initial Liquid Fuel Strap-On ("D", -12 MB)
 - SPA: Buy one "A" (-3 MB), one "a" (-2 MB), initial Astronaut (-18 MB).
 - SWE: Buy initial "a" (-18 MB).
- Conduct Research:
 - AND: 8 dice on "A" (-16 MB, +26%) & 8 dice on "1" (-8 MB, +39%), 8 dice on "a" (-8 MB, +34%).
 - DGF: 8 dice on "A" (-16 MB, +24%), 8 dice on "a" (-8 MB, +32%), 8 dice on "1" (-8 MB, +19%).
 - RoT: 8 dice on "A" (-16 MB, +31%), 8 dice on "a" (-8 MB, +35%).
 - SPA: 8 dice on "A" (-16 MB, +32%), 8 dice on "a" (-8 MB, +32%).
 - SWE: 7 dice on "1", (-7 MB, +24%), 8 dice on "A" (-16 MB, +27%), 8 dice on "a" (-8 MB, +29%).
- Declare Future Missions: Andorra, Fenwick, Spain & Texas will launch in 1958.
- No rushed launches. Texas wins the coin toss to launch first.
- Republic of Texas launches an orbital satellite: Liftoff: 26 > 65%, Earth Orbital Burn: 21 < 70%, Orbital activities: 74 > 70% Failure! Budget -3 MB, "A" & "1" +1%.
- Grand Fenwick launches an orbital satellite: Liftoff: 64 > 53% Failure! Budget -3 MB, "A" +1%.

1958

- Andorra collects 70 MB, DGF collects 65 MB, RoT collects 65 MB, Spain collects 65 MB, Sweden collects 63 MB.
- Draw Event Card:
 - AND: Budget +10 MB. Severe Storms. Launch facility inop, cost 15 MB to fix.
 - DGF: Budget +3 MB. Engineering Advance. Hardware half price this year.
 - RoT: Budget +7 MB. Counterespionage. Lower foe's program to your safety level.
 - SPA: Budget -2 MB. R&D Bonus. Add +1 to each R&D die.
 - SWE: Budget -2 MB. Test Failure. Subtract 15% from "A"s safety level.

Due next time will be your purchases, R&D expenditures, rush decision for 1958 and if you plan a launch (and what) for 1959. Texas should include who to shaft and Andorra must fix its launch facility or scrub its planned mission.

Country	'59 Bud	Cash	A	1	a	D
Andorra	80 MB	12 MB	2 @ 61%	2 @ 95%	1 @ 44%	---
Fenwick	65 MB	12 MB	1 @ 54%	1 @ 87%	1 @ 42%	---
Texas	69 MB	9 MB	1 @ 66%	0 @ 71%	1 @ 45%	1 @ 10%
Spain	63 MB	41 MB	2 @ 60%	---	2 @ 67%	---
Sweden	61 MB	15 MB	1 @ 41%	1 @ 94%	1 @ 39%	---

NOTE: Andorra's Launch facility is inop and will cost 15 MB to fix. Spain has one astronaut (name?).

PRESS:

Duchess Glioriana XII, as she looks in the rocket in the Jericho tower of the Duchy castle, wonders why none of the nations of the world responded to her handwritten note announcing the Duchy of Grand Fenwick rocket. The note carefully described the propellant, a mixture of iron filings and a distillate of Pinot Grand Fenwick - Cru. What will they think. Glioriana wonders when they see a rocket launch from Central Europe?



BRITANNIA

Turns 3 & 4
185-335 AD



The Cast:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

The Board:

ROMANS: 3A @ Hwicce; 2A & F @ Alban; 2A @ York; 1A & F @ Dunedin, Lindsey; F @ Avalon, Bernicia, Cheshire, Cumbria, Downlands, Essex, Kent, Lothian, March, N Mercia, Norfolk, S Mercia, Suffolk, Sussex.
WELSH (2): 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwynedd, & Powys.
BRIGANTES (1): 2A @ Galloway, Pennines, Strathclyde.
PICTS (1): 2A @ Dalraids, Skye; 1A @ Mar & Moray.
CALEDONIANS (0): 2A @ Hebrides; 1A @ Caithness & Orkneys.

Turn 3 (cont)

WELSH (2): Grow 6 pp. Add 1A @ Dyfed & Powys; 1A Dyfed-Gwent.
BRIGANTES (1): Romans allow growth of 2. Add 1A @ Strathclyde; 1A Strathclyde-Dalraids (2,6.3 -1 Brig).
PICTS (1): Grow 2(5) pp. Add 1A @ Skye. 2A @ Skye-Caithness (5.4:1; 5.3:2; 6.3:6 -1 each).
CALEDONIANS (0): Grow 1. Hold.

Turn 4

ROMANS: 2A Dunedin-Bernicia; 1A Dunedin-Lothian; 1A York-Cheshire; 1A York-Suffolk; 1A Lindsey-Norfolk; 1A Hwicce-Kent; 1A Hwicce-Essex; 1A Channel-Sussex.

Brigantes may grow in Turn 4.

Score: Purple 28, Blue 6, Green 4, Red 3.

The Board:

ROMANS: 2A & F @ Bernicia; 1A & F @ Cheshire, Essex, Kent, Lothian, Norfolk, Suffolk, Sussex; 1A @ Hwicce; F @ Alban, Avalon, Cumbria, Downlands, Dunedin, Lindsey, March, N Mercia, S Mercia.
WELSH (2): 2A @ Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent & Gwynedd.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 2A @ Dalraids; 1A @ Caithness, Mar, Moray, Skye.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkneys.

Picts-Romans: Go home! And take the Brigantes with you.

Due next time are orders for the rest of Turn 4 and the Roman Turn 5.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, f = attacking/attacked by Legion.

ETHELRED

Turn 5 (awaiting Angles)

The Board:

ROMANO-BRITISH: 3A @ Moray; 2A @ Mar; 1A @ Alban.
WELSH (1.5): 2A @ Gwent & Powys.
BRIGANTES (1): 2A @ Bernicia.
PICTS (1): 2A @ Caithness.
IRISH (1.5): 1A @ Avalon, Cornwall, Devon, York.
SCOTS (1.5): 3A @ Galloway; 2A @ Strathclyde; 1A @ Dalraids, Skye, Orkneys.
JUTES (1.5): 2A @ Kent; 1A @ Sussex.
SAXONS (2.5): 3A @ S Mercia; 2A @ N Mercia; 1A @ Downlands, Essex, Hwicce, Lindsey, March, Norfolk, Suffolk.
ANGLES (1.5): 1A @ Lothian, North.

VENGEANCE IS MINE

Diesels Happen! ORs 7.1 & 7.2

Correction Notice: Michael Quist had not sold his share of B&O to purchase a share of NYNH as previously reported, thus he has 3-shares of NYNH and the B&O is sold-out (stock price rises to D 110). Tile #25 is located in D18(me).

PLAYER HOLDINGS:

John Butitta:	5-CPR(P) & 4-ERIE	\$11 (Priority Card)
Paul Zieske:	6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR	\$199
Chuck Hanna:	6-B&O(P), 2-NYC, 2-B&M & 1-C&O	\$7
Michael Quist:	6-C&O(P), 1-B&O & 3-NYNH(P)	\$84
Wayne Morrison:	6-PRR(P), 2-C&O & 1-B&O	\$357
Don Chinnery:	5-NYC(P) & 6-ERIE(P)	\$81

COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
NYC	1-7" & 1-4"	D 120	3	---	---	\$221	1
B&M	1-7"	B 112	1	1	\$100	\$582	0
B&O	1-7" & 1-5"	D 110	0	---	---	\$90	0
PRR	1-7" & 1-4"	E 100	2	---	---	\$120	2
NYNH	----	A 100a	0	7	\$100	----	2
ERIE	----	A 100b	0	---	---	\$1000	3
CPR	1-4"	D 90	1	3	\$90	\$380	3
C&O	1-4" & 1-5"	B 90	0	---	---	\$40	2

Trains Available: 3, 5, 66, DDDDDDD

Operating Round #7.1

NYC - Lay tile #9 in D16(w), run trains - D16-E19-G17-G19s for \$140 and G19s-H18-I15 for \$180, payout \$32/share dividends! +\$160 Chinnery, +\$64 Hanna & +\$96 to NYC, stock moves to D 130, no train purchase, treasury = \$317

B&M - Upgrade E23 w/tile #61(ne), run train - E19-G17-G19 for \$120, payout \$12/share dividends! +\$72 Zieske, +\$24 Hanna & +\$12 B&M, stock moves to B 126, purchase 1-5" train for \$450, treasury = \$94

B&O - Upgrade I15 w/tile #61(ne), run trains - H18w-H16-I15 for \$140 & K13-J14-I15-H10-H4 for \$160, payout \$30/share dividends! +\$180 Hanna, +\$60 Zieske, +\$80 Quist & +\$80 Morrison, stock moves to D 120, no train purchase, treasury = \$90

PRR - Lay tile #7 in H2(ne), run trains - I15-H16-H18w for \$140 and I15-H12-H10-H4 for \$110, payout \$25/share dividends! +\$150 Morrison, +\$50 Zieske and +\$50 PRR, stock moves to D 110, no train purchase, treasury = \$170

ERIE - Lay tile #59 in E11(e) and home token in E11(e), no train or run, stock falls to A 90, purchase 1-7" train from the NYC for \$285 and purchase 1-6" train for \$630, treasury = \$85 (NYC has \$602 in treasury)

"S" Trains are whisked away to the scrap yards...

CPR - Lay tile #9 in B14(e), run train - E19-B20-A19-B16 for \$100, payout \$10/share dividends! +\$50 Butitta, +\$10 Zieske & +\$10 CPR, stock moves to D 100, no train purchase, treasury = \$390

C&O - (no available connection to E5 nor sufficient monies to lay track in E5), lay Tile #7 in E3(ne), run trains - F2-F4-F6 for \$130 and F6-G7-H10-I15 for \$120, payout \$25/share dividends! +\$150 Quist, +\$50 Morrison, +\$25 Zieske & +\$25 Hanna, stock moves to B 100, no train purchase, treasury = \$40

Operating Round #7.2

NYC - Lay tile #8 in B13(w), run train - G17-G19-H18-I15 for \$200, withhold \$200; stock falls to D 120, purchase diesel w/"4" train trade-in for \$800, treasury

With this quick purchase of the diesel, the operating round will be halted here so the affected players to have time to consider their options. I would like to receive orders for the remainder of Operating Round #7.2 and #7.3 for next deadline.

PLAYER HOLDINGS:

SELLER HOLDINGS:
John Butitta: 5-CPR(P) & 4-ERIE: \$61 (Priority Card)
Paul Zieske: 6-B&M(P). 2-PRR. 2-B&O. 1-C&O & 1-CPR: \$416
Chuck Hanna: 6-B&O(P). 2-NYC. 2-B&M & 1-C&O: \$293
Michael Quist: 6-C&O(P). 1-B&O & 3-NYNH(P): \$264
Wayne Morrison: 6-PRR(P). 2-C&O & 1-B&O: \$587
Don Chinney: 5-NYC(P) & 6-ERIE(P): \$241

COMPANY STATUS:

COMPANY STATUS		Value	Pool	I.O.	Par	Treas	Tokene
Name	Trains	\$120	3	---	---	\$2	1
NYC	Diesel						

Operating Bound #7.2 will restart in the order shown:

Operating Round #7.2 with results in the order below:						
B&M	1-5*	B 126	1	1	\$100	\$ 94
B&O	1-5*	D 120	0	---	---	\$ 90
PRR	----	D 110	2	---	---	\$170
CPR	----	D 100	1	3	\$ 90	\$390
C&O	1-5*	B 100	0	---	---	\$ 40
NYNH	----	A 100	0	7	\$100	\$ 22
ERIE	1-6*	A 90	0	---	---	\$ 85

Trains Available: S, DDDDD

Tiles Available:

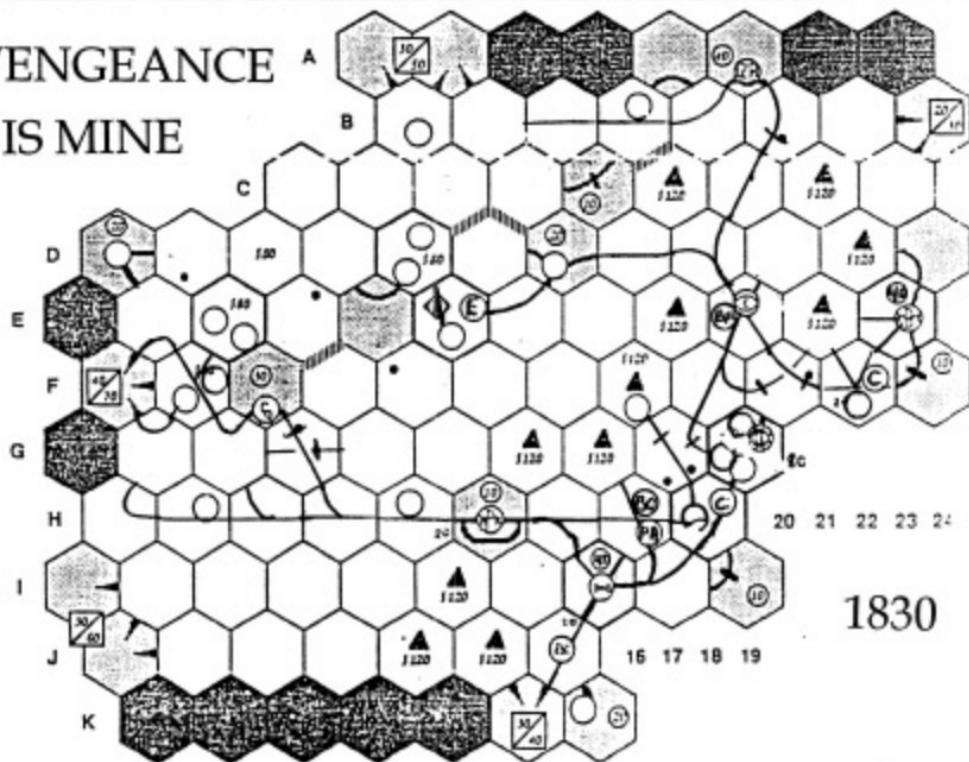
Yellow: 1(1), 3(2), 4(2), 7(9), 8(7), 9(4), 57(9), 58(1), 69(1)

Green: 14(0), 15(1), 16(1), 18(1), 19(1), 20(1), 23(0), 24(3), 25(0), 26(1), 27(0), 28(1), 29(0), 59(1)

Brown: 39(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 63(4), 64(1), 65(1),
67(1), 68(1), 70(1)

DUE NEXT: Orders due for next time will be for the remainder of OR #7.2 and OR #7.3. Please provide alternate tile lays and/or general intentions for track development, just in case. Deadline to Mark is 3 Jul 96.

VENGEANCE IS MINE





1835

The End Is Near!

BB 10.3 / BB 11



Achtung! MS paid 270 in OR 10.2, but the stockholders didn't get all of it. Adjust DF, RF, and PZ accordingly. WT's 4-train made 210M, not 200, so MT earns 10M.

Spielerstellung: (Aktienlimit = 9, @ = at limit, # = pair of 0.5 PR)

Farrow	611M, 5 BY(Dir), 8 MS** (Dir), 1 SX @
Buitta	872M, 6 SX(Dir) <der Zug>
Freuh	1629M, 10* BA(Dir), 2 PR @
Chinnery	721M, 5 PR #(Dir), 6** OL (Dir) @
Tsuk	1063M, 10* WT(Dir), 0.5 PR, 1 BY @
R. Fisher	1002M, 4 BY, 3 SX, 1 HE, 1 MS @
Zieske	1428M, 9* HE(Dir), 2 PR, 1 MS @

Gesellschaftsstellung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	B288	0	0	15	4	O15,L14,J8,J6,(1)
SX	D192	0	0	103	4+	H18,M20,C11
BA	D138	0	0	315	3+	L6(SW),H2
HE	B134a	0	0	395	3+,4	J8,13
WT	B134b	0	0	169	3+,4	M9,E19
PR	E126	0.5	0	98	55.5+	E19,H2,F14,G5,C11(2)
MS	D94	0	0	119	6	C13,E19
OL	E80	0	4	0	6	D6,C11

Betriebsrunde 10.3:

- BY: Run I3-J8-J8-L14 (180M). Pay (DF +90M, RF +72M, MT +18M). Price soars to B318.
 SX: Run H16-H20-E21-B16-B14-B12-C11-E19 (240M). Pay (JB +144M, RF 72M, DF +24M); price rises to D214.
 BA: Run J8-J4-13-H2-H4 (180M). Pay (MMF +180M); price goes to D154.
 HE: Lay #217 in L6(), Run L14N-J8-J4-13-11-K3 (140M) & H2-13-J8-J8 (160M). Pay (PZ +270M, RF +30M). Price goes to B150.
 WT: Lay #28 in D20(w). Run C11-E19-H20-H22 (210M) & C11-B12-B14-B16-E19-C21 (190M). Pay (MT +400M); price goes to B150b.
 PR: Lay #47 in F8(w). Run J8-J6-13-H2-G3 (220), C11-E19-H16-H20-H22 (240), E19-B16-B14-B12, C11-Y6-F4-G5-G3-H2 (290). Pay (DC +375M, MF +150M, PZ +150M, MT +38M, PR +38M). Price goes to E140.
 MS: Run C11-E19-H20-I17-L14-J8 (270M). Pay (DF +216M, RF +27M, PZ +27M); price goes to D102.
 OL: Lay #8nw in G7(nw). Run C11-G5-G3-H2-I3-J6 (280M). Pay (DC +168M); price goes to E86.

Auktionsrunde 11:

- Buitta buys 0.5 PR (1018M-70 = 948M). PR sold out!
 Frueh, Chinnery, Tsuk, Fisher, Zieske & Farrow pass.
 Buitta buys 1 OL (946M-80 = 866M).
 Frueh, Chinnery, Tsuk, Fisher, Zieske & Farrow pass.
 Buitta buys 1 OL (886M-80 = 786M).
 Frueh, Chinnery, Tsuk, Fisher, Zieske & Farrow pass.
 Buitta buys 1 OL (786M-80 = 706M).
 All pass.

Due next time are your orders for Betriebsrunde 11.1 (OR 11.1). Frueh has *der Zug*, not that it matters since the Bank should be emptied in OR 11.1 barring some really kinky trainswapping and some 6+6-trains being bought, in which case we'd stop things anyway.

Spielerstellung: (Aktienlimit = 9, @ = at limit, # = pair of 0.5 PR)

Farrow	941M, 5 BY(Dir), 8 MS** (Dir), 1 SX @
Buitta	706M, 6 SX(Dir), 0.5 PR, 3 OL @
Freuh	1050M, 10* BA(Dir), 2 PR @ <der Zug>
Chinnery	1284M, 5 PR #(Dir), 6** OL (Dir) @
Tsuk	1489M, 10* WT(Dir), 0.5 PR, 1 BY @
R. Fisher	1203M, 4 BY, 3 SX, 1 HE, 1 MS @
Zieske	1875M, 9* HE(Dir), 2 PR, 1 MS @

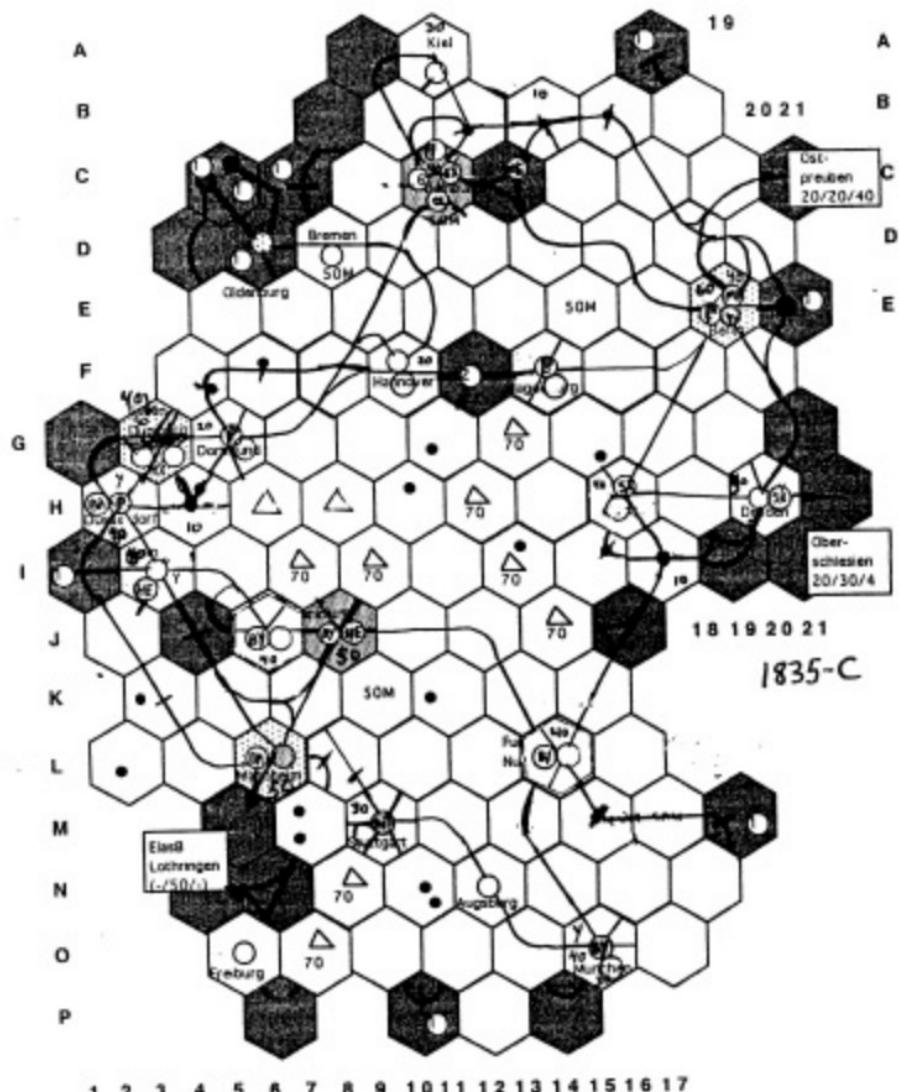
Gesellschaftsstellung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	A348	0	0	15	4	O15,L14,J8,J6,(1)
SX	C236	0	0	103	4+	H18,H20,C11
BA	C170	0	0	315	3+	L6,H2
HE	A166a	0	0	395	3+,4	J8,13
WT	A166b	0	0	169	3+,4	M9,E19
PR	D154	0	0	134	55.5+	E19,H2,F14,G5,C11(2)
MS	C110	0	0	119	6	C13,E19
OL	E86	0	1	240	6	D6,C11

Verfügbare Züge: 6+6+6+6+.

The Bank has 1073M.

Verfügbare Bleisteilen: # 1(1), # 2(0), # 3(0), # 4(1), # 5(3), # 6(3), # 7(8), # 8(5), # 9(2), # 12(1),
13(2), # 14(1), # 15(0), # 16(2), # 18(1), # 19(1), # 20(2), # 23(1), # 24(2), # 25(3), # 26(0), # 27(2),
28(1), # 29(1), # 39(1), # 40(1), # 41(1), # 42(2), # 43(1), # 44(1), # 45(2), # 46(2), # 47(1), # 55(1),
56(1), # 57(0), # 58(2), # 63(1), # 69(2), # 70(0), # 87(0), # 88(2), # 203(2), # 204(0), # 205(1),
206(1), # 216(0), # 217(0), # 218(0), # 219(2), # 221(1).





MERCHANT OF VENUS YUCH WINNER! HEAD NOT NMR! GIZMO LOSES BY 0.2 TURNS!



ERRATA: When Ms Nar checked her e-mail a week after the deadline, she found HEAD's orders, dated 1 May. These are obviously valid orders. As they were in the last gasp of the game, they wouldn't matter much except that YUCH receives a \$80 kickback, and by one set of calculations, he only needed \$12 in cash to beat Gizmo by 0.2 turns. Several complete game audit followed (the results of which are not very complimentary to your GM) and YUCH wins. HEAD's missing orders are given below.

H.E.A.D.: (6,4,2) <Moonport(p)>-(Y)-B-(R)-B-(Y)-B-(R)-A-Paintfall(p). Sell Video (draw Dust and Fare Base-2) and buy two Servomechanisms (+\$400-400; +\$80 to YUCH).

This also changed all the "draws" afterwards, but none made a significant change. But on to the comments.

HASSLER: Well, that was a close one. Here I was, all ready to concede to Gizmo, when I am informed that I won after all. I think that I owe my victory to the fact that a very nice trade route existed on the east side of the board. Although I frequently didn't get the navigation rolls that I wanted, I was able to work around that and establish the ports and factories to speed my way through the route. I would like to thank my opponents, particularly Don, for a close and exciting game. Boris for running the game, and Ms. Nar for making it even more challenging.

CHINNERY: While a victory celebration may be premature because of pending audit, I feel jubilant in doing so well in this game. I felt Gizmo got off to a very slow start. Cultures were being taken just before Gizmo's arrival. The initial cash flow generated by culture icon's is very important. I felt these were slipping away to others causing me much concern. On the plus side I feel the acquisition of 'jump start' was very valuable. Gizmo was able to make very good use of 'jump start' and telegraphs (5 & 6). The ownership o ... I wouldn't consider doing anything different except trying to upgrade hold capacity sooner. Thanks to all for fantastic game. It's my wish that Boris give serious consideration to starting another. (sign me up).

WEISS: I love MoV. It was a good group and a great game. Thanks.

OSBORNE: This one was fun. When's the next one?

CIRCUIS MAXIMUS late Press:

PISCATOR: As I watched L. Lucius trotting around his final lap--in near last place, waving his powder puff and bowing to the crowd, I was reminded of something my father used to say at times like this: "What are you lollygagging behind fur!? Ye better get yer arse in gear and get a move on or be left behind!" Oh merciful gods, am I stuck with this cretin all season?

HISTORY OF THE WORLD Optional Rules:

- a) Preservation of Culture (Rule 11.2)
- b) Fortresses (Rule 11.3)
- c) Persistence of Culture (*The General*, 30, #3, pp 54-55)
- d) Auction (*The General*, 29, #1, pp 26-27). Players bid VP to play specific empires. If this passes, we will begin with bids on the Epoch I empires
- e) US Navy: Give the US navigation in either the Atlantic or Pacific Oceans (player's choice of which) as well as the Caribbean.
- f) Seven-player game: Sumeria is the 7th major empire of Epoch I. "Trade Bonus" card replaced by a duplicate of one of the other cards of this set. "Preservation of Culture" is used another set of monument counters is created.

MAGIC REALM
Thorn Dead!
Bats!
EVENING 11 / DAY 12

THE CAST:

Dave Anderson:	Bennie the Berserker
John Butitta:	Willie the Pilgrim
Marcel Carbonneau:	Amber Rose the Amazon
Don Chinnery:	Razi the (optional) Wizard (deceased)
Dan Farrow:	Simpromo the Sorcerer (aka Misty)
Dan Osborne:	Smaug of the Dark Helmet, a Black Knight
Debbie Osborne:	Thorn of the Grotto, an Amazon

EVENING 11

AT Ce4: Thorn begins her *toetendans* with the octopus. She dodges M3, laying her shield in the dodge box, while the octopus swings L4, hitting and now turning red-side up.

Round 2: She again dodges M3 with her shield in the dodge box. This time the octopus thrusts 4 and misses.

Round 3: She again dodges M3, but the octopus swings 4, destroying her shield and killing her.

AT CV4: Willie dines on roasted dragon chops for dinner. Feeling much better he casts a Small Blessing (14* + White 16*: 4 - Peace) then resumes his quest by falling soundly asleep.

DAY 12

Willie @ CV4: R(14*), R(16*), SPX, SP(16* to WHITE).

Simpromo @ BL2: M HP6, M HP8. Reveal Ruins C, Lost City 3, Lair 3, Vault 3, Howl 4, Shrine 4, Slither 6.

Bennie & Raoul @ Inn: M Cr2, H(5.4 - Y), H, H, H

Amber Rose @ Cr1: H(4.2 - y), S(Loc 4.1 - chits), S(Loc 2.1 - passages & clues - discover passage from Cr1-Cr6), S(Loc 6.2 -). Reveals Dank M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6. Two bats appear at Cr2.

Smaug @ Ce4: M Cr1, H(2.2 - y); Reveal Stink C, Pool 6.

MONSTER ROLL = 3

MONSTER ROLL = 6

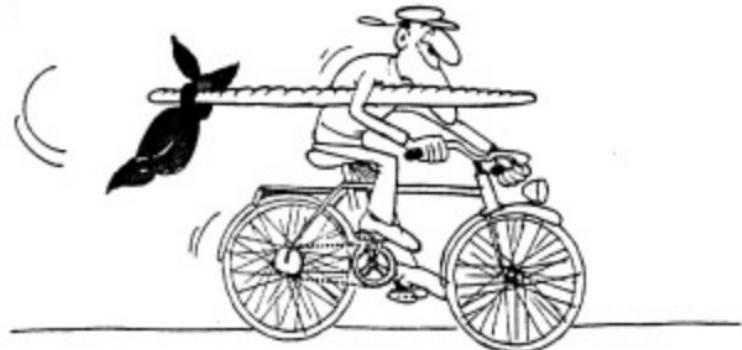
COMBAT: None.

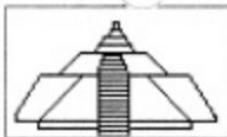
Due next time are orders for Evening 11 and Day 12.

DEAD PILE: The Patrol, Ralph and Roger, Ponies BHQ & B2-B5, Hdragon.

BOARD NOTES:

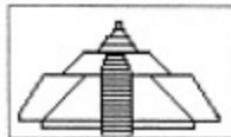
Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There is a giant at Le4 and Cr6. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Cs6; a T Troll is at Ce3; the octopus is at Ce4 with a short sword, helmet, and breastplate. There are two HF dragons at Cr2, a T dragon at Cl2, and the TF Dragon at the Hoard at BL6. The Small Campfire & the Bashkars are at NW5. Cr5 has a T spider, two H spiders, and the Cairns.





ADV CIVILIZATION

Turns 5.4-6.3



THE EAST:

ASSYRIA (Deb Osborne): 3000 BC, 32T
 BABYLONIA (Anderson): 4000 BC, 30T
 ILLYRIA (Morrison): 3000 BC, 28T
 THRACE (Zieske): 3000 BC, 28T, 1S
 AFRICA (Naast): 3000 BC, 26T
 CRETE (Carboneau): 3000 BC, 24T, 1S
 IBERIA (Farrow): 3000 BC, 20T, 1C, 2t
 EGYPT (Ranghoffer): 4000 BC, 14T, 1C, 2t

TURN 5 (continued):

4. BOAT BUILDING: Thrace lets boat rot. Africa trades 2T for a boat @ Carthage. Crete sacs 1T in Knossus to maintain ship. Iberia uses 2t to build a boat in Etruria.
5. MOVEMENT:
 - AS: 2T Nalchik-Cappadocia, 1T L Armenia-Armenia, 2T Armenia-Nineveh, 2T Van-Cilicia, 2T Capadocia-Van, 2T Sinope-Ankara, 2T Ankara-Gordium, 1T Galatia-Ionia, 1T Galatia-Lycia, 4T Karsash-Ankara, 2T Cilicia-Galatia, 2T Van-Sinope.
 - BA: 4T Assyria-Aleppo, 1T Syria-Petra, 1T Syria-Jericho, 2T Syria-Damascus, 2T Aleppo-Phoenicia, 4T Mari-Carrhae, 1T Mesopotamia-Babylonia, 1T Mesopotamia-Mari, 1T Charax-Ur, 2T Charax-Chaldeas, 3T Sumeria-Syria.
 - IL: 2T Germany-Illyricum, 2T Rubicon-Rome, 1T Pannonia-Dalmatia, 3T Pannonia-Rubicon, 2T Germany-Pannonia, 1T U Germany-Rhine, 2T L Germany-Germany, 1T Samnium-Tarentum, 1T Neapolis-Rome.
 - TM: 2T Macedonia-Thessalonica, 3T Thrace-Thessalonica, 1T Thrace-Macedonia, 2T Byzantium-Thrace, 1T Danube-Tyrras, 1T Danube-Syrtis, 1T Moesia-Paeonia, 1T Moesia-Tyrras, 2T Sardes-Ionia, 2T Troy-Sardes.
 - AP: 1S, 2T Carthage-Palermo, 2T Thapsos-Carthage, 2T Tunisia-Numidia, 4T Subrata-Tripoli, 1T Tripolitania-Jalo, 1T Tripolitania-Libya, 1T Jalo-Siwa, 1T Jalo-Cyrenica, 1T Cyrene-Cyrenica.
 - CR: 1S Knossos-Rhodes-Knossus-Phaeost-Sparta, 1T Sparta-Argos, 2T Corinth-Athens, 2T Delphi-Thessae, 1T Knossus(s)-Rhodes, 3T Athens-Argos, 1T Athens-Delphi, 1T Delphi-Epirus, 4T Theesse-Thessalonica.
 - IB: 1T Belgica-Gaul, 1T Belgica-Aquitania, [REDACTED] Narbo, 2T Aquitania-Narbo, 4T Massilia-Narbo, 2T Gaul-Etruria, 2T Etruria(s)-Campania, 2T Etruria(s)-Milazzo, 1T Corduba-Hispania, 1T Corduba-Baetica
 - EG: 1T Cyrenica-Jalo, 1T W Desert-Cyrenica, 1T U Egypt-Siwa, 2T U Egypt-Fayum, 1T E Desert-Tanis, 1T E Desert-Sinai, 1T Ptolemais-E Desert.
6. CONFLICT: 6 Thracians vs 4 Cretans @ Thessalonica (-3 Thrace, -4 Crete). 1 Egyptian vs 1 African @ Jalo & Siwa (both lose 1), two Egyptians vs 2 Africans @ Cyrenaica (both lose 1), 3 Thracians vs 1 Assyrian @ Ionia (-1 Assyrian).
7. CITY CONSTRUCTION: Assyria builds Ankara & Gordium. Babylon builds Aleppo & Carrhae. Illyria builds Rome. Africa builds Tripoli. Crete builds Argos. Iberia builds Narbo.
8. REMOVE SURPLUS POP: 1 Thracian @ Sardes & Thrace, 2 Thracians @ Thessalonica, 1 Assyrian @ Cappadocia, 1 Illyrian @ Rome.
9. TRADE: Assyria, Babylonia & Iberia receive 2 cards. Illyria, Africa, Crete & Egypt receive 1 card. You drew _____ & _____.
- 10 & 11. CALAMITIES & BUY CIV CARDS: n/a
12. ALTER AST: Assyria, Iberia, Illyria & Thrace advance to 2500 BC; Babylon advances to 3000 BC.

TURN 6

1. TAXES: Assyria, Babylonia & Iberia collect 4t. Egypt, Africa, Crete & Illyria collect 2t.
2. POPULATION EXPANSION: All double except Africa @ Cyrene, Crete @ Knossus, Illyria @ Rubicon, Germany & L Germany, Babylon @ Syria, and Thrace @ Ionia.
3. CENSUS: Illyria & Thrace 39, Assyria 36, Babylonia 35, Africa 29, Iberia 26, Crete 23, Egypt 22.

Due next time are orders for Turn 6.4/7.3. If anybody is ready to start trading, we'll halt things at the Trade Phase.

PRESS:

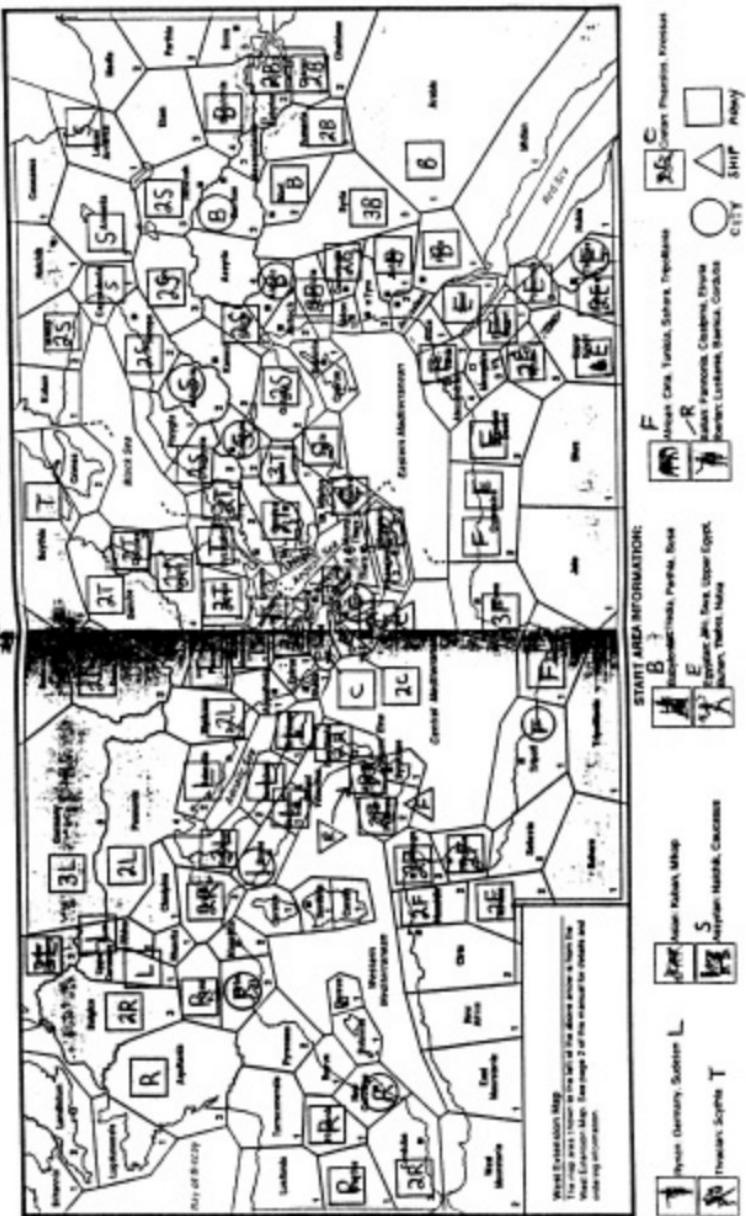
Africa-Egypt: Yes we can be friends. Now that our borders are defined, we should have no further conflicts.

Iberia to Illyria: Sorry about that tribe in Etruria. We didn't see them coming.

Egypt to France: Go west young man.

Egypt to Babylon: I have all I can handle--back off!

ADVANCED CIVILIZATION
Conference Map End of Turn 5





DUNE

A & H Fight Again!



TURN 2

ERRATA: Harkonnen has 19S. Atreides still has 1C.

THE CAST

ATREIDES (Fisher): 7S, 1C, 6T @ Arrakeen.

EMPEROR (Osborne): 18S, 2C, 3T @ Habbanya Ridge Sietch.

FREMEN (Anderson): 2S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South

GUILD (Wilson): 21S, 2C, 5T @ Tuck's Sietch

HARKONNEN (Bryden): 19S, 4C, 6L, 7T @ Carthag, 5T @ Minor Erg(-)

IX (Morrison): 12S, 3C, 5T @ Polar Sink.

TANKS: 6A, 2E, 1F, 5H; Lady J.

TURN 2

1. The STORM moves to Sector 18.

2. SPICE BLOW: South Meesa(10) and Oh Gap(6), but not before Shai Hulud appears at Minor Erg(-5H). Funeral Plain still has 6S. We have a Nexus. Atreides and Guild ally.

3. BIDDING:

E & I bid 4S, H bids 3S, G bids 2S, F bids 1S; E gets _____ on tie break (-4S)

I bids 4S, H bids 3S, F bids 1S; I gets _____ (4S to E)

H bids 5S, E bids 4S, A & G bid 3, F bids 1S; H gets _____ & _____ (3S to E)

E bids 4S, A bids 2, F bids 1S; E gets _____ (-4S)

G bids 10, A bids 2, F bids 1S; G gets _____ (10S to E)

H bids 2S, F bids 1S; H gets _____ & _____ (2S to E)

4. REVIVAL: A revives 2T, E revives 1T, F revives 1T, H revives 3T (-2S)

5. SHIPMENT: G goes last. E ships 16T to Habbanya Ridge Sietch (16S to G). A ships 6T to Arrakeen (3S to G). F ships 4T to Funeral Plain. H ships 2T to Carthag (2S to G). G ships 6T to Tuck's Sietch (-3S).

6. MOVEMENT: A moves 6T from Arrakeen to Oh Gap. H moves 6T from Cartag to Oh Gap. G moves 5T to South Meesa (#5).

7. COMBAT: Harkonnen (6T) vs Atreides (6T, @) at Oh Gap.

Due next time are orders for any voluntary actions from Turn 2 Combat to Turn 3 Spice Blow.

ATREIDES (R.Fisher): 4S, 1C, 6T @ Arrakeen, 6T @ Oh Gap.

EMPEROR (Osborne): 18S, 4C, 19T @ Habbanya Ridge Sietch.

FREMEN (Anderson): 2S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South, 4T @ Funeral Plain.

GUILD (K.Wilson): 29S, 3C, 6T @ Tuck's Sietch, 5T @ South Meesa (#5).

HARKONNEN (Bryden): 8S, 3C, 6L, 3T @ Carthag, 6T @ Oh Gap.

IX (Morrison): 8S, 4C, 5T @ Polar Sink.

TANKS: 4A, 1E, 2H; Lady J.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = IX, KH = Kwisatz Haderach, L = leaders, S = spice, # = sector #, T = token.

STELLAR CONQUEST

JAMES T KIRK--Due next time are Turn 8 production and orders for Turns 9-12. Your results follow:

ANNOUNCING

DIPCON XXIX

and

WORLD DIPCON VI

together at

ORIGINS 96

Here's all the details:

DC/WDC will be held in conjunction with Origins 96 in Columbus, Ohio on July 4-7th, 1996. Dip rounds will be Friday night, Saturday morning and Sunday morning. There will be a variant event on Saturday night. There will also be a team event. Early Sunday morning will play host to the Dipcon Society meeting. If that's not enough, the World Dipcon Society meeting will immediately follow. This promises to be entertaining, if not informative.

Registration: This will be handled by the Origins staff. You may get on their mailing list and order a prereg booklet by calling 1-206-204-5815 or email ANDON@AOL.com or at Andon Unlimited PO Box 1740 Renton, WA 98057. The cost is \$35 and you will need to buy one pre-reg ticket at \$3. You will not need a ticket for each individual round. One ticket is good for the whole ball game!

90

Housing: The official Origins hotel is the Hyatt at a convention rate of \$96 a night. They can be reached at (614)463-1234. This hotel is connected to the convention center. If you're willing to drive a short ways, I can direct you to several other Red Roof type hotels in the Columbus area that will save you some \$\$\$\$.

We will have an room exclusively for our use at Origins. This has been a concern in the past that will not be a problem. The Origins staff will not have anything to do with Dipcon. That will be solely under the control of the Dipcon Committee.

Larry Peery is overseeing the WDC portion of the show. He's got quite a few foreign dippers ready to go and this should be one incredible Diplomacy tournament!!!!

Here's what I'd like to have from everyone for the next update:

1. Variant ideas - I'm leaning towards 34 player Anarchy Dip. But that's not a given. Please provide your suggestions!
2. Questions on anything involving Dipcon/World Dipcon/ Origins, travel, Columbus. I'll do my best to answer them or get an answer for you.
3. Let me know if you're coming! Since Origins is handling the pre-reg, I won't have the names of attendees until the con itself. Let me here from you!!!! The Dipcon Committee is Steve Cooley, Dan Mathias Director of Scoring and me, Bruce Reiff Chairman. I can be reached the following ways:

mail: 2207 Smokey View Blvd, Powell, OH 43065 phone: work (614)431-4400 ext 160 home: (614)792-2764
Email: BDRReiff@AOL.com

ON DECK

Who's Signed Up for What

(ADVANCED) CIVILIZATION: Narhi(?). Naest.

BRITANNIA: Morrison.

CIRCUS IMPERIUM: Naest

CIRCUS MAXIMUS: Zieske, Naest, Wilson(3b), Fisher

COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson(2b); need 2 or 3 more.

CONQUISTADOR: Farrow, York; need 2 more.

DIPLOMACY: Gerham, Wilson(1a), Hanna(7th).

DUNE: Narhi(?)

1830: Beck, Farrow, Fisher, Hanna, Ranghoffer, Wordelmann, Zieske, Chinnery.
Variant: Zieske, Chinnery

1835: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinn

1856: Farrow, Hanna, Quist, Wordelmann, Zieske, Chinnery.

1870: Farrow, Hanna, Quist, Wordelmann, Zieske, Chinnery.

GUNSLINGER: Farrow; need 5 to 6 more.

HISTORY OF THE WORLD: Farrow, Zieske, Wilson(1b), Morrison, Anderson, Carbonneau, Deb Osborne.

KREMLIN: Wilson, Zodda, Anderson, Fisher; need 2 more.

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Morrison, Anderson; need 1.

MERCHANT OF VENUS: Wilson(2b), Chinnery, Deb Osborne (need 3 or 4 more)

RAIL BARON: Chinnery

SILVERTON: Morrison, Zieske, Hardy(?); need 2 to 4 more.

STELLAR CONQUEST:

SUMMIT: Bargender, need 5 more.

TITAN: Bargender, Dan Osborne; need 2-4 more.

OTHER POSSIBILITIES: GOD'S FIRE, KAMAKURA, PLANET MINERS

A VERY SIMPLE IDEA

After the Bible, and the Koran, and a few other religious books, Adam Smith's *The Wealth of Nations* has probably been the most influential single book ever written. He had a simple idea. And that idea is that the collective decisions of the people on economic matters, something we now call the market, is the most accurate way to allo-

cate resources and set prices, and determine economic policy. And it sounds on the face of it a little bit selfish and un-Christian. But its great benefit is that it works.

Gordon Cain
Entrepreneur

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(Exp #1E)

(Exp 14E)

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DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 6 JUL 96

THE BOTTOM LINE

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail via GENie or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (904) 863-9081, INET BOLDUC@EGLIN.AF.MIL or PRBOLDUC@AOL.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball or old-time TV, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing Me Nar's recorded message.

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